

Memories

**Episode III of the “Looking In” Trilogy
A One-Round LIVING FORCE Tournament**

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Old debts must be collected, but from whom? The heroes of Cularin once more return to Thaere, and find much more than they might have expected. A LIVING FORCE scenario for Heroes levels 4 to 12. It is strongly recommended that this scenario be played after *Outward Bound* and *The Air Up Thaere* (Episodes 1 and 2 of the *Looking In* trilogy).

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Memories is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. No-vote scoring: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player-voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Hero Earnings

At the beginning of the round, if the characters are

employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that characters may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Dark Side Sourcebook*: "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at

heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

“When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character’s motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy’s blood? Was greed or envy involved? Jealousy?” (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

The point of LIVING FORCE is not to kill characters. If you believe a combat is too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine.

But let’s not have any “dumb” deaths. That’s not what *Star Wars*, or LIVING FORCE, is about.

This is an adventure for to mid- to high-level LIVING FORCE heroes, and therefore heroes levels 4 through 12 are appropriate. If a player brings a higher-level hero to your table, explain that he or she is retired, and must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions), warning them that heroes below 4th level

may have a difficult time surviving the event.

GM Overview

In “The Air Up Thaere,” the heroes of Cularin happened upon a rather unpleasant space station in Thaere, a place called Burnout. A stopover for freighter pilots, Thaereian soldiers, and various other troublemakers, Burnout also recently became the home to a Geonosis-style arena. With stories of the battle on Geonosis spreading across the galaxy, criminal elements have picked up on the potential profitability of such ventures.

On Burnout, Cularin lost one Trandoshan hero, and gained a new Trandoshan ally. Nim’Ri, hero of the Cularin resistance, died to an acklay in the arena; Xirossk, a Major in Thaere’s Intelligence branch, defected to Cularin with a promise to provide information Cularin would need in the future. Among the information Xirossk has obtained, since coming to Cularin, is where the remaining Cularin citizens who have been taken for the arena combats are being kept.

Because the Cularin militia is not so firmly entrenched as to have... ahem... “disposable personnel” at this point, and because Xirossk promised some of the heroes who brought him out of Thaere that he would inform them when he learned the location of the prisoners, the heroes of Cularin are called upon by Osten Dal’Nay who, along with Xirossk, provides them with the location of the Thaereian holding pens on T-4, the fourth moon of Thaere Privo. Upon arriving, the heroes learn that a great deal more than prisoners has been kept on T-4, and all of it is about to be moved.

Encounter 1: Duty Calls

The heroes are contacted by Osten Dal’Nay, co-leader of the fledgling Cularin militia. Osten’s new intelligence recruit, Xirossk (pr. sheer-OSK), has informed him that over 100 missing Cularin citizens are being held on T-4, in the Thaereian system. He needs a strike team to shuttle down to T-4 and extract the prisoners. One of the benefactors of the militia has offered the use of a large transport, with sufficient life-support capacity for 120 beings. Xirossk insisted the heroes be given the first opportunity to go in.

Encounter 2: Horizon

Putting their ship into low orbit above Thaere Privo, the heroes can shuttle across to T-4 and begin the extraction process. The plan is to summon the main ship by remote once all of the prisoners are freed. Unfortunately, the activity on T-4 is much more intense than they’d been informed. The heroes are forced to proceed with caution. When they reach the area where the prisoners were supposed to be held, the heroes find only twenty

prisoners. The others have already been transported elsewhere.

Encounter 3: Meeting of the Minds

As they are escorting their “prisoners” out of the holding area, the heroes are forced to take an alternate route back to the surface, where the extraction can occur. Along the way, they find themselves passing a series of underground cargo bays, where various ships are being loaded. In one such bay, a number of individuals – some in the garb of the Thaereian Navy, others clearly representatives of the Metatheran Cartel, and others whose faces never become visible – oversee the loading of bacta tanks of various sizes onto a veritable fleet of ships.

Encounter 4: Extraction

Stopping too long, though, presents a problem. The heroes are spotted, and must manage to keep their charges alive as they struggle for the surface, and the extraction point. The scene culminates with a firefight in which the heroes must hold off a horde of advancing ruffians while the last of the prisoners board the ship.

Encounter 5: Burnout

It is no mystery where the remainder of the prisoners has been taken – to Burnout, for the arena. The heroes can arrange a rendezvous to drop off the first batch of prisoners, or they can simply take the prisoners with them to Burnout and leave them guarding the ship. The return to Burnout requires them to grease a few palms in order to obtain the access codes for the arena portion of the station, but little more.

Encounter 6: The Arena...

Eight Cularin prisoners are currently in the arena, in combat with a ferocious beast. The only way for the heroes to rescue the prisoners is to get into the arena themselves, which leads to the release of more of the beasts. The crowd doesn’t care about rescues – only about blood.

Encounter 7: ...and Beyond

The remainder of the prisoners is kept in the holding pens beyond the arena. To get them out, the heroes must make their way past a number of other ferocious beasts – some caged, some not. The airlock where bodies are jettisoned is at the far end of the holding pens, and if the heroes are not interested in trying to fight their way up, out of the arena, and back to their ship, they can try to have it brought around to latch onto the airlock and escape.

Important Note to Judges: At least one hero

present MUST have played “The Air Up Thaere” for “Memories” to be able to run. We attempt not to do this often, but with the third module in a trilogy, it is sometimes unavoidable.

Clarification regarding tiering notation: when you see something like “DC 25/30/35”, use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10-12.

Opening Crawl

It is a time of war in the galaxy. The armies of the Loyalists and the Separatists clash throughout the worlds of the Republic, and beyond.

In Cularin, smaller battles must be fought—smaller, but no less important. Word has spread of disappearances, and the death of Nim’Ri has the people of Cularin on edge. One of the heroes of Cularin, one of those who stood with the resistance, has passed... how many more will follow?

Encounter 1: Duty Calls

Key ideas of this encounter: the heroes meet with Osten Dal’Nay, learn the situation, and are offered the opportunity to follow up a problem they discovered in “The Air Up Thaere”

The adventure opens in a rather undistinguished waiting room in a rented warehouse on Cularin, on the outskirts of Gadrin. While the Cularin Militia have no “official” presence, they do attempt to keep themselves in the public eye. In addition, they have been renting space around the system to demonstrate their ability to contribute to Cularin’s economy. A handful of militia members are present in the warehouse, but none of them are currently in the room with the heroes.

It’s quiet on Cularin today. You arrived at the warehouse on the outskirts of Gadrin and were greeted by a pair of guards, positioned just inside the main door. Both wore the crisp white uniforms of the Cularin Militia, with the distinctive emerald piping.

Whether you came out of a sense of duty, or simply curiosity as to what might come next, the request from Osten Dal’Nay – co-leader of the Cularin Militia – was too much to turn down.

The guards – predictably uninformed as to why you’d been summoned – led you into a room whose only furnishings were a half-dozen folding chairs, and whose only occupants turned out to be the others, who

had received the same request for a meeting.

The request really was just that – a request. Osten doesn't like ordering people around unless they're in the militia, and if they're in the militia, he doesn't prefer to give orders remotely. The basic text of the message? *"Information has been brought to the attention of the militia that you might find of interest. I hope you will meet with me on Cularin, at the southernmost vacated Jax holding. Yours, Osten Dal'Nay."*

Truly paranoid heroes could have verified the authenticity of the message to their satisfaction. It actually did come from Osten, either delivered by courier, or electronically (whichever way was easiest to reach the hero).

Allow the players to introduce and describe their characters. Encourage them to share why they came in response to Osten's call; odds are, they have something in common, particularly if they played "The Air Up Thaere."

The conversation with Osten is written with the assumption that **at least one of the heroes has played "The Air Up Thaere."** It will also utterly spoil "The Air Up Thaere" to play this one first. Warn people of this. Please.

After the heroes have had a few minutes to get to know one another, the door opens and a pair of individuals enters. Each carries a folding chair. One, a young Human, has dark eyes and a shaven head, and wears the white-with-green uniform of the militia. The other is a ruddy-faced Trandoshan. He wears street clothes. Heroes who played "Tilnes Rising" or any of the other events (interactive and otherwise) in which he's appeared recognize Osten Dal'Nay immediately; Osten is the Human officer who defected from Thaere and now commands the naval portion of the Cularin Militia. Osten responds appropriately to any greeting offered by a militia member. Face-to-face, there is a change in him from when the heroes might have met him previously (*spot* checks, DC 15). He seems more seasoned, more serious – older. He was in-system for the events of "Philology," but the work he's been doing for the militia is already taking its toll on him.

The Trandoshan is familiar to anyone who played "The Air Up Thaere." He is Xirossk (pr. sheer-OSK), a recent addition to the militia – a former Thaereian Intelligence Operative.

The two militia members unfold their chairs and sit down amongst the heroes.

"I'm glad you came. I think I know most of you, or have met you. I'm Osten Dal'Nay. I believe some of you know Major Xirossk. The major has been doing some good work lately, and he's uncovered information that he thought some of you might be

interested in.

"Here is what I can tell you without endangering lives. We need a team to go into Thaere. Unless you're willing to do this, I cannot tell you more. Once I tell you the details, I will either need you to go on the mission, or agree to voluntary incarceration until the mission is completed." He looks very uncomfortable as he says "voluntary incarceration."

"Beyond that, I can only tell you that it will be dangerous, and that many lives are at stake. Again, though – the conditions of hearing more are that you either take the mission, or agree to be incarcerated for a period not to exceed two weeks, while the mission is completed. Will you hear more?"

At this point, the heroes may be unhappy with the idea of being incarcerated – Jedi in particular. Osten does not plan on actually locking up Jedi. He does, however, plan on turning them over to Master Lanius, and asking that they be kept at the Academy until the mission is over. He doesn't plan on this being an issue, and you, as the judge, should not make an issue of it. It's simply a way for him to be sure that someone doesn't listen to the mission specs, then go run off and inform to Thaere, or be captured by Thaereian agents and tortured for information. He is happy to assure the heroes that he is NOT questioning their loyalty to Cularin; if that were the case, he would not have contacted them to begin with. He hopes they understand that he must look after the safety of the system, above all else.

Questions and answers with Osten are below.

Okay, we're all interested. What's the mission? *The answer comes from Xirossk. I told some of you that I would let you know when I learned where the Cularin prisoners were being kept. I know. There are better than 100 Cularin citizens being kept in Thaere, awaiting death in the Burnout arena.*

You need someone to go in? Osten: *Yes. We need a strike force.*

Why not send a militia team? *Because sending a group claiming to represent the military body of Cularin into Thaere, with the intent of liberating prisoners in a manner that might lead to deaths of Thaereian citizens, could be construed as an act of war.*

And sending us isn't? *If you go, I'm not sending you. I happened to get information that you might be interested in.*

Ah. Plausible deniability? *You catch on quickly. Which is why I'm going to leave the room before Major Xirossk gives you the details. [If the heroes skip*

directly to the details, Osten excuses himself and leaves Xirossk to explain the issue of plausible deniability to the heroes.]

Well, we want details. Osten leaves. All other dialogue in this conversation comes from Xirossk.

So? Details? *The prisoners are being held on T-4, one of the moons of Thaere Privo. They're in cells two levels below the surface.*

What are our resources? *We're going to provide you with an Action-IV transport, the Stinky Bantha, and a pilot if you need one. The Action-IV will hold all of the captives, with room in its hold for a small shuttle to get you down on T-4 as well as another small transport if you feel the need to take a personal vessel as backup.*

What is T-4? What's there? *It's a small transit moon. It has a large number of docking bays on and beneath the surface. Traffic right now should be light.*

So what's the plan? *That's up to you. I would recommend taking the ship into orbit above T-4 and shuttling down. We've obtained clearance codes for you to do both things.*

How do we get back out with 100 prisoners? *[Xirossk pulls out a datapad, then slides back its cover to reveal a very non-standard set of switches.] When you get to the surface, you should be coming out well away from the shuttle you took down. Press the first switch, and the shuttle explodes ten seconds later. Press the second switch, and the Action-IV breaks orbit and comes to the surface to pick you up in the confusion surrounding the explosion.*

That's going to work? *I never assume anything is going to work. The only important thing is to get the prisoners out before they're taken and killed on Burnout.*

Do you have a map of it? *All the map you need is on this chip. It has the route you should take into the station, and three alternate routes out – I'd recommend not using the same route both ways, since you don't want to be too near the shuttle when it explodes.*

Look, do we have to blow up the shuttle? Couldn't we keep it instead? *Disposing of the shuttle is part of the mission parameters. It needs to be destroyed, and it needs to happen on T-4, to make the Thaereians look like aggressors.*

So we are trying to start a war. *No, you're not. You're creating a political loophole through which no government needs to get involved. The explosion makes it look like some gang of thugs was behind it all, whether or not that's true.*

Do we have a crew? *A crew can be had. They will be non-combatants, and must remain ignorant of the purpose of the mission. There are sufficient droids on the Action-IV that a live crew is probably unnecessary.*

Whose ship is it? I didn't know the militia had an Action-IV. *It's on loan. It would be in your best interests not to allow the ship to come to harm.* [No further details on whose ship it is are forthcoming. Xirossk doesn't know. Osten also doesn't know, exactly; he made a few discrete inquiries, and the ship showed up in orbit with its droid crew.]

Do we have other resources? Credits, anything? *Your wits. I can't offer much. I promised I would tell you when I learned about the prisoners. I was happy Osten was able to find a ship big enough.* [No. He isn't going to be able to come up with Really Big Guns. Wiggle your finger menacingly at anyone who pushes this issue. This is not meant to be a brute force mission, it's meant to be a stealth rescue mission. It just happens that part of the stealth is blowing up something fairly large.]

What about backup? *There will be ships near the Thaereian perimeter. They are a last resort, if things go horribly wrong. You go in on your own, and if all goes well, you come out with our citizens.*

Why aren't you wearing a uniform? *Because there's no parade. I'm not at my most effective when I'm advertising who I'm with.*

Can we have uniforms? *For what? You're going in as scum-of-the-galaxy freighter operators, or a cover of your choosing. You can be looking for fun, looking for a friend, looking for a fight – pick your own excuse, I don't care. But uniforms? Not relevant.*

So you don't have any spare Thaereian Navy uniforms lying around? *No. And I don't think they'd help. If you really want to fit in, roll some locals once you get there. Just don't get caught at it.*

Any prisoners there that we might know? *He gives them a list of names. The only ones the heroes might recognize – and if they've played a lot of LF, they probably will – are San Herrera and Nia Reston (they've appeared in "An Official Engagement,"*

“Tilnes Rising,” and “The Resistance Within”). These two young Humans seem to have a knack for getting themselves into trouble. At your discretion, there may be other individuals on the list that the heroes know – but NO FAMILY MEMBERS, and NO JEDI on the list. Whoever’s doing the kidnapping; they’re smart enough to avoid Jedi, at least.

What do we have to do, once we’re there? ***You have to get past the exterior guards, you have to slice the security doors to access the lower levels, and you have to bypass the droid sentries in place near the holding area.***

Who’s doing the kidnapping? ***I don’t know. I suspect a crimelord who wants to weaken Nirama.***

Rufus Trammel? ***A real possibility.***

Is the Thaereian military involved? ***I don’t have evidence of their direct involvement, but I never rule them out when it comes to having a hand in anything.***

Once the heroes have asked all the questions they can think of, Xirossk thanks them and escorts them to the shuttle that will take them up to the Action-IV. If the heroes want to waste time searching the Action-IV, they can find no trace of its true owners. All of the identifying information has been removed as completely as if you’d filed off the serial numbers from a vehicle – and anyone with a background in computers recognizes that whoever did it was *very* good (DC 15 *computer use* check). Poking around in the ship’s records reveals virtually nothing on any *computer use* check up to a 55; on a 55 or higher (this is likely to require the use of “Baylan’s Datapad,” since you can only have 2 other individuals assisting on this particular task), the heroes get the following message: “You’re not going to find what you want in here. It’s gone, gone, gone. Oh, and there are some places where that software won’t ever help you – mainly places that I created. You didn’t think I’d give away what you needed to slice my own gear, did you? Xoxo – Baylan” Then there is a whirring noise, which turns out, one day later, to have been something uploaded to the pad. Award the hero with Baylan’s datapad “Baylan’s Software Upgrade” at the end of the event, assuming they spent a charge to use the pad’s wares. (We don’t expect a lot of these to go out, and you **MUST** report any hero who gets the upgrade on the critical event summary, no matter when the event is run.)

Heroes who somehow manage to get to a 55 without Baylan’s datapad (by spending a Force point, for example), get the information below.

Heroes without Baylan’s datapad who obtain a 40 or higher on their computer use check get this message.

“I was hired to do a job, and I did it. There’s no identifying information on this ship, so give it up. Xoxo – Baylan. Oh, p.s. – you’re not too shabby with a pad.” Then there’s a whirring noise, which again signals that something has been downloaded to the pad, although no trace of it appears until a day later. Award the hero whose datapad was used for this task with “Baylan’s Trojan Gift.” It functions as an upgrade to their datapad, as described in the treasure summary.

NO MORE THAN ONE TOTAL “BAYLAN” CERT MAY BE GIVEN OUT AT ANY TABLE. IF YOU GIVE OUT BAYLAN’S SOFTWARE UPGRADE, YOU CANNOT GIVE OUT BAYLAN’S TROJAN GIFT, AND VICE VERSA. NO MORE THAN ONE OF EITHER CAN BE GIVEN OUT.

Encounter 2: Horizon

Key ideas of this encounter: the heroes arrive at T-4 to find that it is much busier than anticipated, which forces them to proceed with caution; they find that 80% of the prisoners they were here to rescue have already been taken elsewhere

You may feel free to tease the heroes with the idea of getting stopped and searched by Thaereian patrols – but it doesn’t happen. Whatever clearances the ship may have, and whatever the codes provided by Xirossk mean, they get the heroes past the Thaereian perimeter with little difficulty. Once the heroes are past the perimeter, it is a simple thing to get to T-4.

Thaere Privo, the key planet in Thaere, is a thoroughly bland planet. From space, it looks like it hopes to one day grow up and be Coruscant. For now, there are splotches of civilization, grey geometric shapes dissected by black lines of traffic or roadway, but much of the planet has the grey-brown sheen of land that will never support life.

Four moons orbit Thaere Privo. T-4, the shipping moon, is located almost to the left of the planet as you approach. Two others hang to the right, and the fourth must be hidden from view behind the planet. Providing all the necessary passcodes, you bring your ship into orbit above T-4 and make your final preparations.

What those final preparations ARE is up to the heroes. If they want to scan the surface of the moon, they can pick up fairly substantial traffic – about 10 times what Xirossk said should have led them to expect.

If they plan on going in disguised, have them make their *disguise* rolls now, and record them. In addition, have each player roll three Sense Motive checks, write them down on the attached “cards” with their hero’s

name (hero reference cards). This simplifies things when the information starts flying, since you can reference a *sense motive* check for each hero without having the players roll their dice.

If the heroes are paranoid (and if they aren't, by now, we really haven't been doing our jobs!), they are welcome to check what they've been given. Someone with *demolitions* checking the explosives on the shuttle has the chance to notice something problematic. On a DC 20/25/30 check (DC scaled by tier), the hero realizes that the explosives WILL NOT WORK the way they're wired. In other words, whoever set them up crossed two wires, and when the button gets pushed, nothing is going to blow up. It's a simple enough matter to fix – DC 10/15/20 check – but not checking this out before they go in means that they won't have the distraction coming out, as the shuttle won't be destroyed. Both of these are important outcomes.

Allow the heroes to make whatever preparations and planning they want, then proceed. (This is a short paragraph, but the heroes may take a LONG time to plan! Keep an eye on the time and keep them to around 20 minutes for planning.)

Your descent to the surface of T-4 is unremarkable, and as the shuttle's ramp descends, you hear lots of commotion. People – Humans, Bothans, Sullustans, and others – rush everywhere. Looking around, you see that the moon is so small, and its curve so pronounced, that in every direction it appears that the horizon is only a few kilometers away.

Hey, we haven't had anyone except the *demolitions* guy roll dice for a while. Why don't we let everyone roll a Listen check... DC 15/20/25. Success means the individual hears the following (which you should take them aside and tell them): *"Move! The tank transports are ready to load on one-low!"*

Anyone who's not paranoid after hearing that is probably heavily medicated. Of course, "tank" doesn't refer to the kind of tanks used in battle, it refers to bacta tanks, but there's no way for the heroes to learn that at this point. Isn't paranoia fun?

The heroes must bypass three obstacles in order to get to the place where the prisoners are being held. The first are the exterior guards, who block entrance to the main compound. These guys are first-level Thugs, and are absolutely subject to having their minds affected, being intimidated, being bluffed, and so forth.

The second obstacle is the electronic lock on the inner security door. This is a challenging obstacle – it requires a *computer use* check, DC 25/30/35, or a *disable device* check by someone with at least five ranks in *computer use*; in this case, the DC is 20/25/30. Failing the check to open the security doors once causes the screen to flash this message: "Code

Incorrect. If Correct Code is not entered in 6 seconds, ALARM WILL SOUND. 6..."

Opening the door is difficult. Disabling the alarm, however, only takes a DC 10/15/20 check on *disable device*. Once the alarm is disabled, they can keep trying to open the door until it works. If they don't think of it on their own, you may give the entire group Intelligence checks (DC 15) to think of disabling the alarm instead, then taking their time with the other.

Once they are past the security doors, as long as the heroes act confidently, everyone the heroes meet simply assumes they should be down here. Usually only authorized personnel can enter the area, so they must be authorized!

They have to go past one-low (that is, one level below surface) to get to where the prisoners are held. However tempting it might be to engage in a bit of espionage, their mission is to rescue prisoners. If they stop to find out what the tanks are now, you can run the details of Encounter Three – they hear and see what they would hear and see then, with no firefight. However, failing to follow the mission parameters results in another ten prisoners having been carted off to Burnout while the heroes go off-mission, including Nia (which won't make San happy). Hopefully, they'll stick to the mission, but if not, well... so be it.

The third obstacle is the droids guarding the prisoners. Now, the heroes just need to blow the ugly things up, or figure out a way to reprogram them. It's bound to come up, so if the heroes stop and harvest the expensive bits off these things remind them that they are outnumbered and time is of the essence. Stopping to do so is almost certainly motivated by greed, which is the path to the dark side. Be so kind as to remind any player who wants to take a few minutes to detach droid weapons from droid bodies of this fact, and the fact that they're here on a mission – not a shopping trip. See GM Aid 1 for all the stat blocks for the module

Once the heroes make their way through the droids, they find the prisoners – or some of them, at least. If the heroes came straight here, both San and Nia are present, along with 18 other Cularin citizens. If not, only San is, along with 9 other Cularin citizens. 80 of them were taken away on a transport about three hours ago. The other 10 (if the heroes dawdled) were taken on a transport about 10 minutes ago. San has heard the word "Burnout" as a destination, but neither he nor Nia had ever left Cularin before, so they have no idea what's waiting for them. They are quite sure, however, that it can't be good.

Encounter 3: Meeting of the Minds

Key idea of this encounter: noticing, and potentially investigating, some very strange goings-on beneath the surface of T-4, the heroes for the first time see representatives of the Metatheran Cartel interacting with representatives of the Thaereian Navy

The prisoners are, in a word, dumbfounded. They didn't expect to be kidnapped, and many of them remain in a state of shock in spite of having been in captivity for the better part of a week. San and Nia were captured while on a relief mission, bringing supplies into the system. They thought they were being hailed by the Thaereian Navy, and complied, only to find themselves boarded by members of the Brotherhood and targeted with a half-dozen overlapping stun grenades. The rest of the prisoners have similar stories. None of them saw anything even remotely indicating the presence of the Thaereian Navy when they were captured.

None of them have been severely mistreated, though all of them were roughed up, at least a little, presumably to see which of them might be the toughest, and which of them would have to be sent into the arena in groups in order to keep the crowd interested.

They want to go home. If any of the heroes have Reputation scores above four, or have taken part in more than fifteen LF events, the prisoners recognize them and are more than happy to defer to the heroes' judgment.

While there are theoretically a number of different options for getting out, in terms of running this encounter, there are two that are practical. Option one takes the heroes back the way they came in, past the droids, past the guards, past everyone and everything that might have seen them going in without prisoners. It also takes them back out in the same general area as the shuttle they're going to explode, since the landing clearance they received only authorized them to land in one specific place.

The other option is to follow the winding passages through the lower levels of T-4 until they make their way to another portion of the surface. Find out how they are arraying themselves, where they are positioning the prisoners relative to themselves, and proceed.

After a few minutes of travel, they make their way up to one-low. On this level, the traffic increases. Allow the heroes *spot* checks. What they notice, based on the DC, is included in the chart below.

DC	What's spotted
5	The floors are very dirty. So are your boots.
10	There are Caarites down here. You just saw one step through a doorway down the hall.
15	Someone wearing a Thaereian Navy uniform

	just wandered across the corridor ahead.
20	Many of the cargo droids are hauling medical supplies from one docking bay to another.
25	There are both Caarites and Thaereian military personnel going into the open doorway seven meters up, on the left.
30	There are a half-dozen individuals loitering around the fringes of the corridor; they're wearing street clothes, but they really don't look civilian. They're probably guards. Oh, and the Caarites who are wandering around? They're all wearing collar pins identifying them as Cartel members. All of them.
35	This corridor has more security cameras and other security measures (motion sensors, light sensors, etc.) than any other corridor you've noticed in T-4.
40	The patterns of motion in the corridor are almost precisely timed. Whatever is being done, the droids and the organic workers are all moving in a way that initially looks like chaos, but which must have been really carefully choreographed; everything is being loaded in a very regimented order.

As ever, begin with the lowest roll and work your way upward. Higher rolls get the information for that level, plus everything below.

The doorway seven meters up is the only one that has traffic of both identifiably Thaereian Navy and Caarite extraction through it. Some of the doors are only Thaereians, and some are only Caarites.

Before they decide what to do, read the following:

A shout comes from one of the doors, about twenty meters down the hall. A dozen individuals – who had looked fairly lazy, until now – bounce away from the wall and run down the hall, turning into that room. The blast doors slam shut behind them.

After a momentary lull, traffic begins again.

As long as they don't do anything stupid, this should be a safe corridor to traverse. The guards were the ones who just rushed into the room (there was a Bothan caught taking a holovid of what was going on; by the time the doors closed, he was already an ex-Bothan), so aside from the electronic security, this is a fairly safe corridor.

If the heroes are really worried, though, they can go back and take a parallel corridor that runs along the far side of the docking bays on one-low. When they get to the critical door, though – in this corridor, the one through which both Caarites and Thaereians were entering, in the other corridor, whichever door you pick (there are always plenty of doors) – read the following.

You glance inside and see men and women in the garb of the Thaereian Navy standing beside representatives of the Metatheran Cartel. All of them face a holo-projection of an individual in long, dark robes. You can't see a face within the folds of the robe, but the voice carries...

"...stunted slime! I don't care about your little squabbles, I only want to know – has the finger been delivered?"

The Caarites fall to their knees, groveling before the projection. Behind them, an enormous cargo ship stands ready to lift off. As you watch, its cargo door slides shut, but not before you see its contents -- bacta tanks, in at least a dozen different sizes.

No, we're not going to tell you what the finger comment means. Let the players speculate; it's more fun that way!

All of that information is dice-free. Whomever's doing the looking, though, needs to roll both a *spot* and a *listen* check. Why? Because someone just noticed the group spending too much time near that door. If the hero succeeds at either a DC 20 Spot or Listen check, they won't be surprised when this happens:

"Halt! Step away from that door!" The voice comes from behind you. The Caarites and Thaereians look towards your position as the blast door slams shut!

Encounter 4: Extraction

Key ideas of this encounter: the heroes must escape, either through a running gun-battle, or through bluffing and mind-tricking their way out

As with so many things in LF, there are at least two ways this encounter can run. The heroes are welcome to pull guns and start blasting. They are also welcome to try and talk their way out and proceed with the plan. For stat purposes, all of the workers on T-4 that the heroes are likely to run afoul of are scruffy spacers. Use the stats for Outlaws on page 350 of the RCRB, with the following modifications: (1) None of the Outlaws have vehicles (obviously!); and (2) the higher tier outlaws have regular blaster pistols, not heavy blaster pistols. Remember, these are classed NPCs – that makes them much more of a challenge than Random Thugs. Keep enough outlaws shooting at the heroes (if it gets to that) to keep things interesting, but not so many that it becomes overwhelming.

Talking Their Way Out

If the heroes elect to talk their way out, it involves convincing one key person – Bellus Tan, wayward son of a shipping magnate from the Tapani Sector. Bellus is wandering the galaxy, trying to make a name for himself to get back in his father's good graces. He owns his own ship (though it's not paid for; thus, the only Affect Mind that automatically fails on him is, "Give us your ship," because if he loses his ship for any reason, the collection agency will kill him), and has been running various goods through Thaere. He's not involved in whatever it is the Cartel and the Thaereians have going, but he's picking up 5000 extra dataries for coordinating security in this area for the next hour.

Relevant stats for Bellus (he's only around for roleplay portions of the encounter; he doesn't much care for combat): Fort +9, Ref +12, Will +8, not Force sensitive, Diplomacy +6, Intimidate +11, Gather Information +11, Bluff +8, Sense Motive +8.

Because he's in charge of security for this area, if the heroes manage to convince Bellus to assist them he can be a valuable resource. Bellus can be bribed to not turn them in; this takes, at a minimum, twice what he was paid for security if they go the straight bribe route, and he gives them the typical, "You aren't trying to BRIBE me, are you?" while winking at them. Make it clear that he's willing to consider money. Given his Will save, it's quite possible to just Affect Mind him into walking them out. With him as an escort, no one is going to give them any grief. Bellus is also a sucker for the ladies; for each point of charisma above 15, a female hero gives Bellus a -1 penalty to any save against a mind-affecting ability, bluff or diplomacy skill she attempts to use on him.

Talking can work, but it's not the only way. It's just the less bloody way.

Opening Fire Immediately

If the heroes choose to pull weapons and start shooting as soon as the doors slam shut, they can. Nothing will stop them. Of course, they're going to take some collateral damage on the way.

You see, they have about 100 meters they need to cover yet, to get to the surface, with 10-20 prisoners in tow. This wouldn't be so bad, except that the outlaws beneath T-4 have a clue how to stop "heroic types." You don't shoot the heroes – you shoot the easier targets, the ones who aren't shooting back, and you force the "heroes" to do something dumb, like come back and pick up the fallen.

Aside from San and Nia, none of the prisoners have vitality points (they're all members of various non-vitality NPC classes), and each of them has 10 wound points. Ideally, the heroes will realize that the heroic thing to do is to not open fire and put the innocents at risk, but if they do, well... there are consequences.

The standard running speed for a character wearing

less than heavy armor is 16m a round (and that's a full-round action which causes you to lose your dex bonus to defense). Because of the nature of the corridors and the obstacles in their way, the heroes and their charges can move 10m in a round (8 for anyone in heavy armor) and still take one shot (this is VERY generous). Any hero who wants to take a full attack action will only be able to take a 2m-step in a round that they do so. This does not, of course, take into account the use of Heroic Surge. Use the rules for movement on page 125 of the RCRB to further clarify these issues (we suggest reviewing them ahead of time).

It could take forever to go 100 meters. If the heroes decide on the running fight option, they only have pursuit for the first five rounds. In each of those rounds, however, 5 NPCs (using the Outlaw stats, as above) take one shot each at the prisoners (picked randomly, so it's possible the same prisoner gets targeted by more than one baddie in a given round). Feel free to award Force points liberally for anyone who rushes back into the thick of combat to rescue a fallen prisoner. Also feel free to SHOOT AT THEM, because that's what the outlaws are waiting for – a chance to get one of the heroic-types while they're trying to be heroic. No guts, no glory. No risk, no reward. After five rounds of pursuit, though, the outlaws break off; they aren't paid enough to go after a group that's survived this long.

Once on the surface, the heroes can attempt to blow up the shuttle as a distraction. If someone noticed the problem with the wiring of the explosives and fixed it, the shuttle explodes. Otherwise, they can push the trigger button all day, and nothing's going to happen.

Oops.

They can then summon the transport to come and pick them up. If there was an explosion, the transport is able to zip down, land, and load them all without any problem. If not, the transport is noticed on the way down, and the heroes hear the shouts of attackers as the transport is settling to the landing pad on the surface.

It will take two rounds for the heroes to get all the prisoners loaded and get on-board themselves. The landing pad has all sorts of large crates and boxes scattered about, so there are lots of places where the heroes can take cover as the blaster fire starts to rain down on them.

Use the same outlaw stats that you had before, but now you have a number of outlaws equal to the number of heroes in the party, plus three. Some of them take cover while others stand out in the open, shooting. This should be run as a cinematic fight, not a life-and-death struggle, and after two rounds, the heroes can head for the ship and get off T-4, dodging blaster fire all the way.

Encounter 5: Burnout

Key idea of this encounter: The heroes return to Burnout to locate and rescue the remaining Cularin citizens from certain death.

The heroes make a quick trip to the fringe of the Thaere system where Burnout is located. Heroes who played “*The Air Up Thaere*” are rather familiar with this old station. A regular hive of scum and villany it is.

Hanging alone in space before you is the aged space station known as Burnout. She looks exactly the same as when you were last here. Scanning the area, the traffic seems normal as it moves around the station.

Everything appears to be normal – for Burnout. No Thaereian naval ships appear to be in the area. A fair amount of commercial traffic is arriving and departing. Everything is about the same as the heroes recall from their last trip here.

The Action-IV freighter the heroes are using is too large to fit in any landing bay on Burnout. They must use one of the docking tubes jutting out from the station. These tubes are four meters in diameter to allow for various sized hatches, but are not useful for loading massive quantities of cargo. This is usually done through zero-g loading of the starship's cargo bays.

A fee of 250 credits is required to dock at the tube. Once this has been taken care of, the heroes are free to begin their rescue operation. None of the rescued Cularin citizens are trained to fight; so none of them are too keen on joining in the operation. A couple are trained atmospheric pilots and gladly watch the controls. The others stand guard, ready to notify the heroes should someone try to break in the ship.

Their current location is about three levels above the landing bay level they used on their last visit. It is easy to make their way down to the Cafetorium, the gateway to Burnout's “underworld.” The large cantina is as busy as ever. Unless the heroes draw attention to themselves, no one pays them any heed.

The Cafetorium comes into view. The doors open as a pair of Wookiees exit, momentarily exposing the unchanged interior.

Absolutely nothing has changed since the heroes last visit to the Cafetorium (from “*The Air Up Thaere*”). The place is busy and there are lots and lots of beings are in the Cafetorium.

The heroes must now take a little time and find out some information. Tidbits the heroes may want to know include the identity of today's “contact” person

and the password, so they can gain access to the arena observation area of Burnout, and how to get to the arena itself.

The proper person and password can be discovered with a Gather Information check DC 20/25/30, plus 500 credits. Aren D'skaun is today's lucky contact, and the password is "*Bosha retruv*."

Finding out how to get directly to the arena is also difficult. The heroes must really be cautious asking for this type of information. This sort of questioning can easily get you noticed in a bad, bad way. A successful Knowledge (streetwise) (or other appropriate skill) check of DC 20/25/30 allows the hero to locate someone that can potentially provide them with the correct information.

Their contact is a Squib named Blasnic. The hyperactive being knows a lot about what goes on in Burnout and how to get the "big parties." Blasnic is also somewhat loud. It is his way of gaining the advantage in a deal. The more un-nerved a client is, the more they are willing to pay. His loudness should make the heroes more than a bit nervous.

"HEYA, HIYA. HOW YA DOIN? BLASNIC IS THE NAME, GIVIN' TOURS IS MY GAME." The diminutive Squib's voice easily rises above the other conversations around you. You notice several beings momentarily stop talking, and eye you and Blasnic before returning to their private dialogues.

Blasnic is cautious when dealing with the heroes. He keeps up his "typical flighty Squib" routine until the dealings get serious or the heroes walk away. Blasnic is not like other Squibs. He is a serious infochant, probably a result of having grown up in the somber atmosphere of Burnout. While he acts the typical, happy-go-lucky vac-headed Squib, he is far from it. When the heroes get serious, so does Blasnic.

"So you know want to get into the arena, huh? Maker, I don't know why. Terrible place it is. Terrible. Well, I can help you. But it IS going to cost you."

Blasnic does indeed know how to get the heroes to the arena. The easiest way is through one of the galleries or observation areas. The cost for this information is not negotiable. He is a business-being and this is business. Two-thousand dataries, up front. If the heroes pay, they get verbal instructions. Blasnic writes nothing down and refuses to provide the info on a datachip.

There are two ways into the arena. First, get captured by, or contracted by, the operators, a band of pirates known as the Brotherhood. They are always looking for fighters, voluntary or not. Second, access from the galleries. These are the front row seats overlooking the

arena. They are for those individuals who like the smell of blood and don't mind a little splatter. If any gallery seats are available, the heroes may purchase them from one of the lounge serving droids. The heroes must order a Spiced Jedi Mindbender.

Blasnic also gives the heroes the contact being's name and today's password to get into "Underburn." (This is the info from above: Aren D'skaun and "*Bosha retruv*.".) Blasnic does not charge extra for this.

Three doors exit the Cafetorium, in addition to the door they enter through. The center door opens to a downward spiraling staircase that leads to the shadowy depths of Burnout. This is the door the heroes want. The others lead to the kitchen and to living quarters.

Your memories of "Underburn" return, as if you were just here yesterday. You reach the bottom of the stairs and stare at the room. Banks of computers and equipment fill it up. There are Sullustan technicians, scurrying back and forth, as well as guards.

They spot you as your eyes fall on them. Their shoulders tense slightly, and irritated scowls crawl across their faces. As the last of your group steps off the stairs, the Human pair crosses over to you.

"Excuse me, neighbor. Something I can help you with?"

As on their previous trip to Burnout, the "key" to getting through the guards is to tell them they are here to see Aren D'skaun. The Bothan is well into middle age and has black grease streaked through his blonde hair. He looks to be concentrating on a task when the heroes approach.

"Bash? Voloo paska neetha?" (Bothan for "Yes, what do you want?")

Upon delivering the proper code, Aren eyes each of the heroes for a moment. Then he presses a button and the floor opens up to reveal another descending staircase.

The path to the arena observation room should be familiar to the heroes. The room of catwalks is still there, but slender ladders have been place to allow for easy access to the exit. Once the heroes exit the room, the observation lounge is but a short walk down a corridor.

Encounter 6: The Arena...

Key ideas of this encounter: A group of captured Cularin citizens has been sentenced to fight in the arena. The heroes must get into the arena and save the group before the current beast kills them.

The heroes enter the lounge unchallenged. No one

seems to pay them much attention.

You step from dimly lit corridor into a room of shadows. Neon lighting runs throughout the room, providing just enough light to see by, but obscuring faces of the patrons. Three silver serving droids glide quietly amongst the patrons, filling orders. A single door slides open, and then closes as a fourth droid comes in carrying a full tray.

The wall directly across from you flares to life. An enormous holoscreen shows a sight far too familiar: the Arena.

The heroes may find a table or booth for their group and hail one of the server droids.

The silver droid rolls silently across the pile carpet to your table. Its glowing visual sensors lock onto you. "What refreshment may I bring you?"

If the heroes each order a Spicy Jedi Mindbender, the droid's eyes flicker once. It calmly replies that will be 100 dataries per unit. Upon payment, the droid drops a dark plastic chit on the table for each hero. It looks at the door the last droid came out of and rolls away.

The chits appear to be nothing more than those used in sabacc. They are dark blue and have a gold triangle painted in the middle. No electronic devices appear to be embedded in them.

We Like to Watch.

If the heroes remain in the lounge instead heading for the gallery, use the following. Regardless of tier, four rounds elapse before the massiffs begin attacking the prisoners and then one prisoner dies per round. (This is only true if the heroes are NOT in the arena when the battle starts.)

Eight haggard beings are shoved into the arena through an opening. Each warily eyes the weapon in their hands, then looks at the other beings around them. A roar erupts through the lounge as another, larger door, begins to rise ...

Up Close and Personal

We are hoping the heroes grab their chits and head through the door before all this starts. No one is on the other side of the door when the heroes pass through it. A small set of stairs leads down and a droid-size turbolift is the only other feature of the room.

The stairs lead down to the galleries. A single Bothan guard stands at the base of the stairs and does not let the heroes pass until they produce their chits. The gallery is about three-fourths filled up right now.

The gallery sits approximately eight meters above the arena floor and looks to hold about sixty beings

comfortably in three rows. The front row is nearly filled. All of the beings present are chatting excitedly about today's fights.

The arena itself is featureless. A big circular area, 30 meters diameter, with no cover. Bloodstains cover the floor and walls. Two entrances into the arena can be seen. One is basically Human-size, the other is a good bit larger. Both doors look to be heavy blast doors.

As the heroes take their seats, read the following.

Eight haggard beings stumble into the arena through the smaller door. Each warily eyes the weapon in their hands, and then looks at the other beings around them. A roar erupts through the arena as the larger door slowly begins to rise...

This is today's warm-up fight. The victims in the arena are some of the Cularin prisoners. They are not warriors of any sort and have little training in using the knives and staves they have been given. (If the heroes rescued the prisoners on T-4 after Nia had been shipped out, she is in the arena.)

There is no barrier to keep the heroes from jumping into the arena. The wall actually slopes down, ever so slightly, so the heroes can slide and avoid taking any falling damage (Reflex save, DC 10/12/14, to take no damage, otherwise, 1d6 vitality damage from the slide). The prisoners are to the heroes' left, the massiffs to their right.

The crowd gasps at first as the heroes jump/slide into the arena, then cheer as the melee begins.

The first arena battle is to be between the prisoners/heroes and a group of massiffs. The prisoners listen to any instructions given by the heroes. See the GM aid at the end of the scenario. The number of massiffs appearing depends on the tier:

- *Middle Tier (average Hero levels 4-6):* 2 massiffs.
- *Upper Tier (average Hero level 7-9):* 3 massiffs.
- *High Tier (average Hero level 10-12):* 4 massiffs.

If the heroes are in the gallery when the massiffs enter the arena, the beasts immediately lunge for the prisoners. The massiffs growl, snap, and bark as they attack. One prisoner dies per round if the heroes do not act to save them.

Please note that the massiffs should not be much of a challenge for the heroes. They are simply a warm up for the next – and main – event. If the massiff battle looks to go beyond four or five rounds, end it dramatically with the heroes victorious. Then read the following.

The crowd jeers you as the last massiff falls. Looking around, hundreds of spectators are on their feet, apparently outraged at the debacle they just witnessed. You can feel the lust for blood rising in them as they scream in anger and outrage at you.

At this point, have the Force sensitive heroes make a DC 20 Wisdom check. Success means they get “a bad feeling about this” and a partial action in the surprise round.

The massive blast door behind you begins to grind open once more. Through the slit, you hear a terrifying screech; one that silences the crowd, for a moment at least. Then they fill the arena with a roar of twisted glee.

When the door opens fully, an enraged acklay scrambles out into the arena. The beast has been driven into a bloodlust by its handlers and is looking for some revenge.

Guidelines for running this fight are below. This should be a tough fight, but not a party killer. Adjust the acklay to your table. If things are going too easy, toughen it up a little. If the party is getting completely vaped, cut them some slack.

Middle Tier (average Hero levels 4-6): The acklay is a bit fatigued; thus it has only 40 VP. Other than that, there is nothing special about it other than it wants to tear some beings apart. If no one comes to it, the acklay starts for someone. The first target is anyone alone. After that, choose whomever looks the least intimidating. The acklay is not smart, but has fought enough battles to know a dangerous foe when it sees one.

Upper Tier (average Hero levels 7-9): The acklay is a “by the book” acklay. Its tactics are the same as above.

High Tier (average Hero levels 10-12): The acklay in this tier is a unique beast. It is Force sensitive and has touched – and learned – to use the Force to a small extent. As the blast door rises, the acklay takes 10 on its Enhance Ability skill and gains a +4 Force bonus to its Strength (27 becomes 31). Once in the arena, the beast just wants to kill. It is cunning and fights beings that attack it first. (Note: the acklay’s Force Lightning manifests as a blast of lightning from its mouth, not claws.)

Regardless of the tier, the fight lasts until one side is dead. Should the heroes win (and we really, really hope they do!), the crowd is stunned into silence. Then cries of outrage and anger begin.

At this point it would probably be wise for the heroes

to leave the arena. They have two apparent options. One is to try and escape back through the galleries. This is a bad idea, as the angry mob shoves them back into the arena, screaming for more blood. The other is to slice into the controls for one of the two blast doors and open them. A successful *Computer Use* or *Disable Device* check DC 15/20/25 cracks the lock on either door. Or, the doors could be physically battered down. This could take a while and lots of baddies would definitely be on scene by that point. If the heroes decide on this route, the blast doors have 120 wound points and DR 15. Attempting a Move Object check requires a successful roll at DC 35 to open the doors.

Talking with the prisoners:

The heroes may, either during or after the fight, want to talk with the Cularin prisoners. As with those rescued from T-4, any hero with a reputation score of 4 or better is recognized and trusted. If Nia is present, she answers questions for the heroes.

Why are you here? Not by choice! They wanted us in the arena.

Who brought you here? Our captors. I think they’re pirates.

Where are the others? In a holding area in the middle of the beast pens. (Pointing at the smaller door through which they entered the arena.) That’s just a long corridor, basically. The larger door is much closer to the holding area.

Can you get us there? Of course. Get us out of here!

What about the guards? They use the beasts. Our holding areas are in the same area as all the holding pens. The handlers chain a creature or two at our pen and let them keep an eye on us.

What is guarding the others? When we left, it was some sort of canine-like animal. It got real agitated when [one of the prisoners; Nia, if she’s among them] was near.

Behind the small door: This small corridor wraps around the arena and leads back to the holding area. The sentient combatants are led through this door so that they are on the opposite side of the arena from the beasts when the battle starts. In theory, this allows the fight to last a bit longer.

Behind the large door: This blast door opens into a large, 10-meter wide corridor. The corridor curves to the left several meters in. No other doors can be seen in the corridor from this point.

The heroes must now move to get out of the arena and rescue the remaining prisoners before any bad guys come after them.

Just to be sure the heroes don't tarry too long, the alarms start going off in this area of the station. Loud klaxons wailing, flashing strobe lights... um... strobing – you know the deal.

Encounter 7: ...and Beyond

Key ideas of this encounter: With the remaining citizens having been saved, the heroes and their charges must escape Burnout ... alive. When faced with fighting their way up through a hostile station, or a daring exit via the airlock, which will they choose?

The heroes find themselves in the holding area. This area is basically one long, wide corridor with a number of rather thick blast doors lining each side.

The only beings in this area right now, other than the prisoners, are a dozen or so Gamorrean and Ugnaught beast handlers. The handlers are not in any mood to fight anyone and vacate the area as soon as they see the heroes. (Hey, the heroes just defeated the prized fighting beast. The handlers aren't going to stick around and argue!)

Once the heroes turn the curve after leaving the arena, the corridor is about fifty meters long. It ends in an airlock hatch, which is used to dispose of any remains from the arena fights.

The beast holding pens are here also. There are eight of them, four on each side of the corridor. The biggest, by far, belongs to the acklay. It is the last one on the right. The pens on the left hold (in order): a group of massiffs, a nexu, another nexu, and a vornskr. The right-side pens hold: a Corellian sand panther, a pack of nek battle dogs, a woolly veermok, and the acklay.

Once the heroes decide to move towards the airlock, read the following.

You step out of the shadows, finding no one else around. You proceed down the dimly lit corridor, keeping one eye out for guards and one eye watching the pen doors. Trails of blood up and down the corridor floor show the nature of the beasts kept here.

Rough signs next to each door reveal the beast contained within: massiff, nexu, vornskr, Corellian sand panther, nek battle dogs, woolly veermok and an acklay – some of the galaxy's most fearsome predators.

The Cularin prisoners are being kept in a portion of the

acklay pen. The Brotherhood felt storing them in here would keep the beings docile and afraid. It would also anger the acklay by putting a lot of food just out of its reach. A stun field kept the prisoners separated from the beast.

The pen has a keypad lock. It can be disabled, sliced, or chopped/blasted through. A successful Disable Device check, DC 10/15/20, or a Computer Use check, DC 15/20/25, opens the blast doors.

The heavy blast doors slide open, revealing the acklay's holding pen. Inside is a massive room with little lighting. The stench of the acklay, and whatever it was fed outside of the arena, is overwhelming.

Looking around, you notice a large group of beings huddled in obvious fear against one wall. They are packed tightly against one another behind a softly glowing energy field.

For the record, there are 90 to 100 prisoners here. (90 if the heroes rescued 20 from T-4, 100 if 10 were rescued). A quick glance reveals all to be in decent shape. They are a bit malnourished and rather dirty. Two have bandaged heads or arms.

The control panel for the energy field is easily found, and consists of a keypad. A successful Disable Device check at DC 15/20/25 – or Computer Use check at DC 20/25/30 – shuts the energy field down.

Build tension – the heroes don't know how soon pursuit will reach them, and they should be anxious. If they aren't, it's your job to encourage their fear and paranoia.

Once the heroes have identified themselves, the prisoners are much more at ease. Again, any hero with a reputation over 4 is recognized by at least some of the prisoners. They look to that hero, or heroes, to get them home. It takes about five minutes for all of the prisoners to get themselves ready to make their escape. Many are afraid because of the other beasts in the area.

A successful Diplomacy check at DC 15/20/25 calms them, and decreases the time for the prisoners to get ready to three minutes. Appropriate Friendship checks should also work.

The heroes have the prisoners and must now get out of Burnout. They have two options here, again with only one that is attractive. They can try to haul themselves and all of the prisoners up through Burnout to their ship. Any hero knows this is rather risky and they could lose a large percentage of the prisoners if a lightfight erupts. The second option is to call down their ship and dock it against the airlock used to dispose of dead arena fighters. The heroes would just have to move the prisoners several meters and get them through the airlock quickly. They can set up defensive areas to cover the evacuation. If they seem to be totally at a

loss, feel free to have them roll some dice to hide as the bodies of the massiffs or the acklay are brought down and jettisoned from the airlock.

Going through Burnout

Using this option is extremely risky. It presents the same exact danger as fighting their way out of T-4. The bad guys encountered are pirates (use the generic pirate entry on page 351 of the *Star Wars Roleplaying Game Revised Core Rulebook*. Note that, at Upper and High tiers, the pirates are still using regular blaster pistols (not heavy blaster pistols), and they have no starships.

Because of the number of prisoners, it is going to take an enormous amount of time to get to the heroes' ship this way. When the group is discovered, the bad guys slow things down even more by shooting at the prisoners. Each of the Cularin prisoners is a NPC-class being, so they have no WP, only 10VP and a Defense of 10. Nia, if present, is the ONLY exception.

We won't get into how long it would take for this rescue option to finish. The prisoners – and possibly the heroes – would be long vaped before that happened. If anything, after a few prisoners die, the heroes should be convinced to try another way out. Sacrificing the lives of innocents in a meaningless firefight is (a) dumb, and (b) going to cost them experience. Getting out without losing more than three prisoners TOTAL results in full experience; losing 4-10 results in $\frac{3}{4}$ adventure experience, with a penalty of 50 additional experience for every block of five needless deaths beyond that (so, 11-15 dead innocents means 400 adventure experience (450-50), 16-20 dead innocents means 350 experience, and so on). Note that this ONLY counts innocent deaths here on Burnout, where they can be avoided through clever thinking, and not on T-4.

Calling the Ship/Exit Through the Airlock

This is best, safest and quickest option. The heroes can comlink their ship and call it down. The beings on board are rather nervous, but should be able to perform the simple maneuvers.

It takes 5 minutes for the ship to arrive, and three rounds for it to dock and pressurize the airlock. At your discretion, the hero guiding the freighter crew may help talk them in. This can result in the freighter crew receiving the +2 "aid another" bonus (page 165 of the rulebook), or higher if the hero is a noble.

During this time, the bad guys are not standing still. It does take a little time to recover from their acklay dying in the arena; but once they do so, they come back with vengeance. The pirates gather their forces and begin moving towards the holding pens.

The heroes must cover the prisoners as they escape

through the airlock. Let's be generous and say 2 prisoners can get through the airlock at once, and 3 pair can do it per round. It is going to take some time to load them up (approximately 30 rounds).

The pirates show up after 70 of the prisoners are on board the freighter. That leaves 5 rounds to go before the prisoners are completely loaded.

If the heroes have set guards watching the corridor, they are not surprised when the pirates show up. Roll initiative and let blaster bolts fly. If no guard was set, allow the heroes to make a Listen or Spot check at DC 10/15/20 to notice the pirates approach. Force Sensitive heroes may also make a DC 20 Wisdom check to sense that something bad is about to happen.

The pirates attempt to slow things down by shooting at the exposed targets – the prisoners. Heroes may use the holding pen doorway or small alcoves in the corridor for cover (one-half cover provided, +4 cover Defense bonus, +2 cover reflex save bonus). The pirates also have the same cover. However, the prisoners have absolutely no cover when running to the airlock; they are completely exposed.

This, of course, provides great opportunity for heroes to gain Force points. Any hero who runs out into the open corridor and acts as a shield should be awarded a Force point. As always, remember that heroism is cinematic, and those who take carefully considered, cautious action only after reducing possible risk to themselves are not cinematic enough to deserve Force Points. A single Jedi cannot just stand in the middle of the corridor and deflect the bolts from all the incoming blasters. It is, after all, 10 meters wide. A line of Jedi could pull it off, but don't feel obligated to award a Force point if they were never actually in danger. If it looks too easy, the pirates can send a nexu down to play "lightsaber fetch." It won't work, but it will at least force the annoying Jedi types to do something other than block incoming fire.

After the heroes and prisoners are aboard the freighter, they can head for hyperspace ... and Cularin.

Conclusion

The heroes arrive in Cularin safely. There are no Thareian patrol vessels in sensor range. In fact, there seems to be very little traffic in this area.

The familiar view of the Cularin system comes into view as you revert to realspace. Checking the ship's sensors, you notice there are no ships in the immediate area, including Thareian ships.

You start to set a course for Cularin, when a light begins to flicker on the panel. It seems someone is sending you a message.

The message is data only. It is a series of numbers that any pilot recognizes as coordinates to Dorumaa, along with a series of numbers the heroes recognize (DC 10 intelligence check) as the coordinates where they originally met with Osten and Xirossk on Cularin. The new coordinates are on Dorumaa, not far from Greentree Pointe, and the message is clear – “Come here.”

No one questions or challenges the heroes as they land. The resort seems empty except for a few beings who stand in the open, watching. Osten Dal’nay, Broof Yurdel, and Xirossk are all present – the first two in their militia white dress uniforms, Xirossk in street clothes. A swarm of medical personnel descend on the ship once the ramp is lowered and begin unloading the prisoners and taking them inside the resort.

The militia officers wait patiently, with looks of pain and sympathy, as the Cualrin citizens are carried out of the ship. Then, they approach the heroes.

The three militia officers greet you with strong handshakes. With a broken voice, Osten speaks.

“Thank you, heroes of Cularin. What you have done here is... amazing. To have saved so many... Words fail me.

“Know that, once again, you have the gratitude of the militia, and, I believe, of Cularin herself.”

Xirossk looks at each of you. “What has happened must remain secret for now. We believe the citizens of the system would panic if they knew scores of their fellows had been abducted and removed from Cularin without anyone noticing.

“The beings you rescued will stay here until they have regained their health. Then, they will be allowed to return to their homes with the story that they won free vacations to the resort.”

With that, Osten invites the heroes into the resort. Any wounds are healed and the heroes are allowed a few days vacation.

Here Ends Memories

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

Note the experience reductions for the deaths of innocents. Getting out without losing more than three prisoners TOTAL results in full experience; losing 4-10 results in $\frac{3}{4}$ adventure experience, with a penalty of 50 additional experience for every block of five needless deaths beyond that (so, 11-15 dead innocents means 400 adventure experience (450-50), 16-20 dead innocents means 350 experience, and so on). Note that this ONLY counts innocent deaths here on Burnout, where they can be avoided through clever thinking, and not on T-4.

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes rescue the captured citizens of Cularin? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award $\frac{1}{2}$ adventure experience. If the heroes succeeded in getting the captives off T-4 but not Burnout, award them $\frac{3}{4}$ adventure experience. If the heroes succeeded in getting the captives from both locations, but suffered heavy losses, award experience as described in Encounter 7.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule, and overrides what they may possibly have the opportunity to acquire in the scenario.

Encounter 1:

Baylan's Software Upgrade OR Baylan's Trojan Gift (1 only, 1 per table).

Baylan's Software Upgrade: This certificate must be attached to a copy of Baylan's datapad, and is only awarded if the owner of the datapad used a charge to slice the memory banks of the ship in the module named on this certificate. This certificate has no effect if it is not attached to a copy of Baylan's datapad. The game mechanic effect of this certificate is as follows: Baylan's datapad gains the one-time ability to slice any computer program or security system, no matter what the DC would have been on the check. Using this ability expends any of the "normal" charges remaining on the datapad, and also permanently deactivates the explosive ability the pad would have otherwise had. There is no way to add more copies of the program to the datapad, or to copy the program to any other datapad. No single datapad can possess both "Baylan's Software Upgrade" and "Baylan's Trojan Gift."

Baylan's Trojan Gift: Based on his or her exceptional slicing ability, the hero named above has received a strange "gift" from famed slicer Baylan. A pseudo-viral program has taken up residence in the datapad the hero owns, and has set itself to "assist" in slicing attempts that would otherwise fail. Every time the hero uses his or her datapad to attempt to slice another computer system (that is, any time the pad is employed for a computer use roll related to obtaining information, bypassing security, or anything else that might fall into the general "slicing" category), until all the copies of the program are expended from his or her pad, the datapad will automatically run an ancillary program to increase the effectiveness of the slice attempt. Each ancillary program adds a +5 bonus (unnamed) to the slice attempt. This occurs automatically, and the pad will continue to run programs until enough bonuses accrue that the attempt succeeds, or until it has run all of its programs. There are five copies of the program on the datapad; mark one charge below each time a copy is triggered. When all five copies have been triggered, the pad returns to its normal functionality. There is no way to add more copies of the program to the datapad, or to copy the program to any other datapad. No single datapad can possess both "Baylan's Software Upgrade" and "Baylan's Trojan Gift." [] [] [] [] []

Encounter 2:

Blaster rifles from walking battle droids

Encounter 4:

Blaster pistols and knives/vibrodaggers/vibroblades if heroes go back and loot the bad guys (as they are being shot at by live bad guys, of course!).

Encounter 7:

Blaster pistols and knives/vibrodaggers/vibroblades if heroes go back and loot the bad guys (as they are being shot at by live bad guys, of course!).

Conclusion:

Recognition – Hero of Cularin: The hero named above has proven to be truly a Hero of Cularin. This hero saved a number of Cularin citizens who had been abducted and removed from the Cularin system. Though their safe return was not publicized, word has gotten around of the hero's actions.

The inhabitants of Cularin are grateful. The hero can enjoy **one** of the following benefits (decided before the player leaves the table after finishing Memories):

___The hero receives a 5% discount on all goods purchased for the next six scenarios played. [] [] [] [] []

___The hero's notoriety provides a +5 circumstance bonus to all income rolls for the next six scenarios. (Heroes who are employed receive a 500 datary bonus per scenario for the next six scenarios.) [] [] [] [] []

___The hero receives a +10 bonus when dealing with beings in Cularin, once per adventure, for the next eight scenarios. This bonus applies to all Bluff, Diplomacy, Gather Information and Intimidate skill checks, plus and other appropriate social situation as deemed by the GM. [] [] [] [] [] []

For members of the Militia who showed exceptional courage and self-sacrifice:

Artom's Cluster: The Militia hero named about has been awarded Artom's Cluster for actions deemed valiant and brave beyond the call of duty. Osten Dal'Nay and Broof Yurdel, co-Commanders of the Cularin Militia, and Xirossk, director of Militia Intelligence presented this award to the hero. This award counts as the Militia hero having 2 ranks in Profession (Cularin Militia) for purposes of promotion. The recipient of Artom's Cluster is also looked upon with some degree of awe by other members of the Militia, and thus receives a +2 circumstance bonus to appropriate skill checks when dealing with them.

Hero Reference Cards (print enough for all of the players at the table):

Hero Name			
Init Mod VP/WP Species Class(es) Force Pts	Dex Def Gender Lvl(s) <u>DSP's earned/current</u> /		
Spot	Listen	Disguise	Sense Motive
1)	1)	1)	1)
2)	2)		2)
3)	3)		3)
Player Name		RPGA#	

Hero Name			
Init Mod VP/WP Species Class(es) Force Pts	Dex Def Gender Lvl(s) <u>DSP's earned/current</u> /		
Spot	Listen	Disguise	Sense Motive
1)	1)	1)	1)
2)	2)		2)
3)	3)		3)
Player Name		RPGA#	

Hero Name			
Init Mod VP/WP Species Class(es) Force Pts	Dex Def Gender Lvl(s) <u>DSP's earned/current</u> /		
Spot	Listen	Disguise	Sense Motive
1)	1)	1)	1)
2)	2)		2)
3)	3)		3)
Player Name		RPGA#	

GM Aid #1: NPC Stats

Nia Reston: Female Human Force Adept 5; IM +1; Def 16 (+5 class, +1 Dex); Spd 10m; VP/WP 41/15; Atk +4 melee or +4 ranged; SQ Force training, Force weapon (+1d8); SV Fort +6, Ref +4, Will +6; SZ M; FP 6; Rep 1; Str 12, Dex 12, Con 12, Int 14, Wis 15, Cha 12.

Equipment: Clothing.

Skills: Hide +5, Knowledge (Tarasin Force Skills) +6, Knowledge (Tarasin Oral Traditions) +6, Listen +10, Profession (Missionary) +6, Sense Motive +6, Spot +4, Survival +6, Treat Injury +4; Read/Write Basic, Speak Basic, Speak Ithorian, Speak Tarasinese.

Force Skills: Battlemind +6, Enhance Ability +8, Farseeing +7, Force Stealth +5, Force Strike +10, Friendship +5, See Force +9.

Feats: Alertness, Force Sensitive, Great Fortitude, Toughness, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense.

San Herrera: Male Human Force Adept 5; IM +5 (+1 Dex); Def 16 (+5 class, +1 Dex); Spd 10m; VP/WP: 42/14; Atk +3 melee or +4 ranged; SQ Force training, Force weapon; SV: Fort +5, Ref +4, Will +6; SZ M; FP 3; Rep 1; Str 10, Dex 12, Con 14, Int 16, Wis 14, Cha 10.

Equipment: Clothing.

Skills: Bluff +6, Intimidate +5, Knowledge (Relief Work) +7, Knowledge (Tarasin History) +7, Listen +9, Profession (Trader) +7, Sense Motive +9, Spot +7; Read/Write Basic, Speak Basic, Speak Tarasinese, Understand Tarasin silent language.

Force Skills: Battlemind +7, Empathy +7, Enhance Senses +5, Heal Another +7, See Force +6, Telepathy +6.

Feats: Alertness, Force Sensitive, Improved Initiative, Persuasive, Weapon Group Proficiency (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Sense.

Encounter 2: Horizons

Middle Tier (average Hero levels 4-6)

Walking Battle Droid, Soldier 1 (8); Init +0; Def 12; DR 3; Spd 10m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5000-km range, with local backup processor).

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Feats: Ambidexterity, Armor (light), Weapon Focus (blaster rifles), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Upper Tier (average Hero levels 7-9)

Walking Battle Droid, Soldier 1 (6); Init +0; Def 12; DR 3; Spd 10m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5000-km range, with local backup processor).

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Feats: Ambidexterity, Armor (light), Weapon Focus (blaster rifles), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Enhanced Security Droid (1): Wheeled/walking droid, Thug 12; Init -1; Def 15; DR 3; Spd 4m, wheel mode 25m; VP/WP 0/15; Atk +13/+8/+3 (1d4+1, appendage) or +13/+8/+3 (3d8/19-20, light repeating blaster; full attack sequence with both light repeaters active +9/+9/+9/+9/+4/-1); SV Fort +10, Ref +5, Will +3; SZ M; Face/Reach 2m by 2m/2m; Rep +3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6.

Equipment: Light armor, two light repeating blasters, shields (DR 10), remote processor (500 km range).

Skills: Listen 5 ranks, Speak Basic, Spot 5 ranks.

Feats: Ambidexterity, Armor (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting,

Weapons (blaster pistols, heavy weapons, simple weapons).

High Tier (average Hero levels 10-12)

Walking Battle Droid, Soldier 1 (8); Init +0; Def 12; DR 3; Spd 10m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5000-km range, with local backup processor).

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Feats: Ambidexterity, Armor (light), Weapon Focus (blaster rifles), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Enhanced Security Droid (2): Wheeled/walking droid, Thug 12; Init -1; Def 15; DR 3; Spd 4m, wheel mode 25m; VP/WP 0/15; Atk +13/+8/+3 (1d4+1, appendage) or +13/+8/+3 (3d8/19-20, light repeating blaster; full attack sequence with both light repeaters active +9/+9/+9/+9/+4/-1); SV Fort +10, Ref +5, Will +3; SZ M; Face/Reach 2m by 2m/2m; Rep +3; Str 13, Dex 13, Con 15, Int 6, Wis 8, Cha 6.

Equipment: Light armor, two light repeating blasters, shields (DR 10), remote processor (500 km range).

Skills: Listen 5 ranks, Speak Basic, Spot 5 ranks.

Feats: Ambidexterity, Armor (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapons (blaster pistols, heavy weapons, simple weapons).

Encounter 4: Extraction

Middle Tier (average Hero levels 4-6)

Low-Level Outlaws: Various Fringer 2/Scoundrel 2; Init +6; Def 16; Spd 10m; VP/WP 27/14; Atk +3 melee (1d4+1, knife) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, Illicit barter, lucky (1/day); SV Fort +5, Ref +7, Will -1; FP 1; DSP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, knife.

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Repair +4, Search +4, Spot +5, Survival +3.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapons (blaster pistols, primitive weapons, simple weapons).

Upper Tier (average Hero levels 7-9)

Mid-Level Outlaws: Various Fringer 4/Scoundrel 4; Init +7; Def 18; Spd 10m; VP/WP 48/14; Atk +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, Illicit barter, Lucky (1/day), Jury-rig +2, precise attack +1; SV Fort +7, Ref +9, Will +1; FP 2; DSP 0; Rep +1; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, vibrodagger.

Skills: Bluff +7, Gather Information +9, Hide +9, Intimidate +5, Knowledge (streetwise) +7, Listen +4, Pilot +11, Repair +8, Search +7, Spot +7, Survival +5.

Feats: Alertness, Improved Initiative, Point Blank Shot, Skill Emphasis (Gather Information), Weapons (blaster pistols, primitive weapons, simple weapons, vibro weapons).

High Tier (average Hero levels 10-12)

High-Level Outlaws: Various Fringer 6/Scoundrel 6; Init +7; Def 20; Spd 10m; VP/WP 84/14; Atk +8/+3 melee (2d6+1, vibroblade) or +11/+6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, Illicit barter, Lucky (2/day), Jury-rig +4, Precise attack +1; SV Fort +9, Ref +11, Will +3; FP 3; DSP 1; Rep +5; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 14.

Equipment: Blaster pistol, vibroblade.

Skills: Bluff +12, Gather Information +12, Hide +10, Intimidate +9, Knowledge (streetwise) +11, Listen +7, Pilot +15, Repair +11, Search +8, Spot +8, Survival +7.

Feats: Alertness, Dodge, Improved Initiative, Infamy, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Weapons (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Encounter 6: The Arena ...

Middle Tier (average Hero levels 4-6)

Massiff (2): Predator 3; Init +1 (Dex); Def 16 (+5 natural, +1 Dex); Spd 10m; VP/WP 24/14; Atk +5 melee (1d8+2, bite) or +4 ranged; SQ Scent, +4 species bonus on Fort saves against radiation; SV Fort +5, Ref +4, Will +2; SZ M; Face/Reach 2m by 2m/2m; Str 15, Dex 13, Con 14, Int 4, Wis 13, Cha 11.

Skills: Climb +6, Hide +4, Jump +6, Move Silently +4, Listen +3.

Feats: Run, Track.

Acklay: Predator 7; Init +3 (-1 Dex, +4 Improved Initiative); Def 15 (+8 natural, -1 Dex, -2 size); Spd 12m; VP/WP 85/48 (currently VP/WP 40/48); Atk +13 melee (2d6+8, 2 claws) or +13 melee (2d4+4, bite) or +6 ranged; SQ +4 species bonus on Fort saves against radiation, DR 7; SV Fort +12, Ref +4, Will +2; SZ H; Face/Reach 4m by 6m/4m; Str 27, Dex 8, Con 24, Int 3, Wis 10, Cha 12.

Skills: Climb +14, Intimidate +7, Jump +14, Spot +7.

Feats: Cleave, Improved Initiative, Power Attack.

Upper Tier (average Hero levels 7-9)

Massiff (3): Predator 3; Init +1 (Dex); Def 16 (+5 natural, +1 Dex); Spd 10m; VP/WP 24/14; Atk +5 melee (1d8+2, bite) or +4 ranged; SQ Scent, +4 species bonus on Fort saves against radiation; SV Fort +5, Ref +4, Will +2; SZ M; Face/Reach 2m by 2m/2m; Str 15, Dex 13, Con 14, Int 4, Wis 13, Cha 11.

Skills: Climb +6, Hide +4, Jump +6, Move Silently +4, Listen +3.

Feats: Run, Track.

Acklay: Predator 7; Init +3 (-1 Dex, +4 Improved Initiative); Def 15 (+8 natural, -1 Dex, -2 size); Spd 12m; VP/WP 85/48; Atk +13 melee (2d6+8, 2 claws) or +13 melee (2d4+4, bite) or +6 ranged; SQ +4 species bonus on Fort saves against radiation, DR 7; SV Fort +12, Ref +4, Will +2; SZ H; Face/Reach 4m by 6m/4m; Str 27, Dex 8, Con 24, Int 3, Wis 10, Cha 12.

Skills: Climb +14, Intimidate +7, Jump +14, Spot +7.

Feats: Cleave, Improved Initiative, Power Attack.

High Tier (average Hero levels 10-12)

Massiff (4): Predator 3; Init +1 (Dex); Def 16 (+5 natural, +1 Dex); Spd 10m; VP/WP 24/14; Atk +5 melee (1d8+2, bite) or +4 ranged; SQ Scent, +4 species bonus on Fort saves against radiation; SV Fort +5, Ref +4, Will +2; SZ M; Face/Reach 2m by 2m/2m; Str 15, Dex 13, Con 14, Int 4, Wis 13, Cha 11.

Skills: Climb +6, Hide +4, Jump +6, Move Silently +4, Listen +3.

Feats: Run, Track.

Acklay: Force-Using Predator 7/Dark Side Maurauder 4; Init +3 (-1 Dex, +4 Improved Initiative); Def 18 (+3 class, +8 natural, -1 Dex, -2 size); Spd 12m; VP/WP 159/48; Atk +17 melee (2d6+8, 2 claws) or +17 melee (2d4+4, bite) or +10 ranged; SQ +4 species bonus on Fort saves against radiation, DR 7; SV Fort +17, Ref +9, Will +5; SZ H; Face/Reach 4m by 6m/4m; Str 27, Dex 8, Con 24, Int 3, Wis 12, Cha 14.

Skills: Climb +14, Intimidate +8, Jump +14, Spot +7.

Force Skills: Battlemind +10, Enhance Ability +10, Fear +8, Force Lightning +1.

Feats: Armor Proficiency (light), Cleave, Force Sensitive, Heroic Surge (3/day), Improved Initiative, Power Attack, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Burst of Speed, Control, Rage, Sense.

Encounter 7: ...and Beyond

Middle Tier (average Hero levels 4-6)

Low-Level Pirates: Various Scoundrel 3/Soldier 1; Init +6; Def 16; Spd 10m; VP/WP 23/11; Atk +4 melee (2d6+1, vibroblade) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +3, Ref +5, Will +0; FP 1; DSP 1; Rep +1; Str 12, Dex 15, Con 11, Int 14, Wis 8, Cha 13.

Equipment: Blaster pistol, vibroblade.

Skills: Astrogate +9, Bluff +7, Computer Use +8, Disable Device +8, Gather Information +7, Intimidate +7, Pilot +9, Repair +9, Search +8, Spot +5.

Feats: Armor Proficiency (light), Improved Initiative, Quick Draw, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Upper Tier (average Hero levels 7-9)

Mid-Level Pirates: Various Scoundrel 5/Soldier 3; Init +6; Def 18; Spd 10m; VP/WP 52/12; Atk +7/+2 melee (2d6+1, vibroblade) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +5, Ref +7, Will +1; FP 2; DSP 2; Rep +5; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13.

Equipment: Blaster pistol, vibroblade.

Skills: Astrogate +13, Bluff +10, Computer Use +12, Disable Device +10, Gather Information +9, Intimidate +13, Pilot +13, Repair +12, Search +9, Spot +7.

Feats: Armor Proficiency (light, medium), Heroic Surge (2/day), Improved Initiative, Infamy, Quick Draw, Skill Emphasis (Intimidate), Starship Operation (Space transports), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High Tier (average Hero levels 10-12)

High-Level Pirates: Various Scoundrel 8/Soldier 4; Init +6; Def 19; Spd 10m; VP/WP 77/12; Atk +11/+6 melee (2d6+1, vibroblade) or +12/+7 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, Lucky (2/day), Precise attack +1; SV Fort +7, Ref +9, Will +3; FP 3; DSP 3; Rep +6; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13.

Equipment: Blaster pistol, vibroblade.

Skills: Astrogate +13, Bluff +10, Computer Use +12, Disable Device +10, Gather Information +9, Intimidate +15, Pilot +16, Repair +12, Search +9, Spot +7.

Feats: Armor Proficiency (light, medium), Headstrong, Heroic Surge (3/day), Improved Initiative, Infamy, Quick Draw, Skill Emphasis (Intimidate), Skill Emphasis (Pilot), Starship Dodge (space transports), Starship Operation (Space transports), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Critical Event Summary

Memories

1. Did the heroes locate the problem with the Action-IV's rigged explosive?

Yes

No

2. Did the heroes attempt to leave T-4 without getting into a lightfight?

Yes

No

3. Did the heroes spot the Cartel/Thaereian Navy/hologram meeting and bacta tanks?

Yes

No

4. Did the heroes get into the area as quickly as possible to save the Culain prisoners?

Yes

No

5. How many of the prisoners did the heroes save?

T-4: _____

Burnout: _____

6. Did one of the heroes receive one of Baylan's gifts? If so, list player name, character name, and RPGA # below.

Convention Coordinator:

To report these results (for events during the month of November, 2002 only, or any time if one of Baylan's gifts is issued), you may US mail them to:

RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

Check <http://www.living-force.net> for other methods.